

ABSOLUTE FLASH™



ALL IN

13+
TEEN

2



LEMIRE
ROBLES
LUCAS

ENTER: RED HOOD!

BATMAN

HUSH

#159

**WRITTEN BY
JEPH LOEB**

**ART AND COVER BY
JIM LEE
SCOTT WILLIAMS
ALEX SINCLAIR**

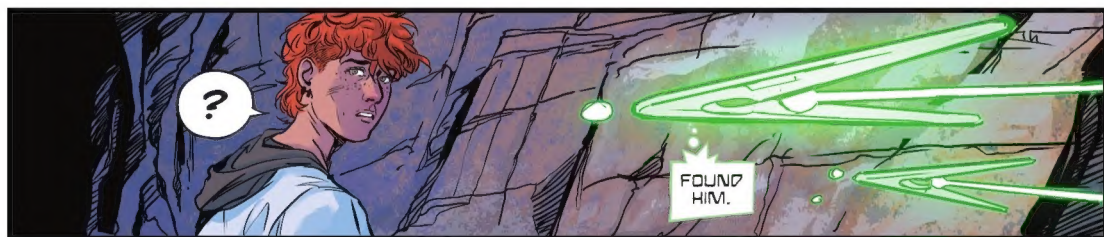


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ALL IN

APRIL





GOT IT.
LIMITING
HIS
EXITS.

DIGGER,
FLUSH HIM
OUT.

GLIDER, YOU
INTERCEPT.



I'LL BE
READY.

I DON'T
LIKE THIS--

--SOMETHING'S
NOT RIGHT ABOUT
THIS WHOLE OP.



ONLY THING
NOT RIGHT
HERE IS YOU,
JESSE.



HE'S ON
THE RUN!

HOO
CHOO
CHOO







OKAY,
WEST.
THAT'S
ENOUGH.

TIME
TO GO
HOME.

I RUINED EVERYTHING.

I--I MESSED UP
TOO BAD THIS TIME.

THERE IS NO
GOING BACK.

I'M ALL BROKEN.

I JUST NEED
TO GET UP

--I NEED TO GET UP
AND I NEED TO--

I--NEED TO MOVE.

LEAVE
ME--



--ALONE!

BOOM!





WALLY.



ALLEN...
WHAT DID
YOU DO?

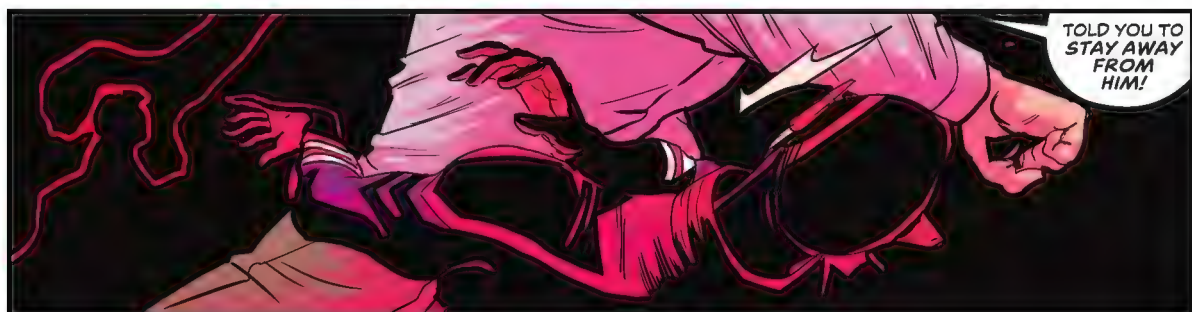


RUDY--
--I
SWEAR--
I DIDN'T
KNOW--



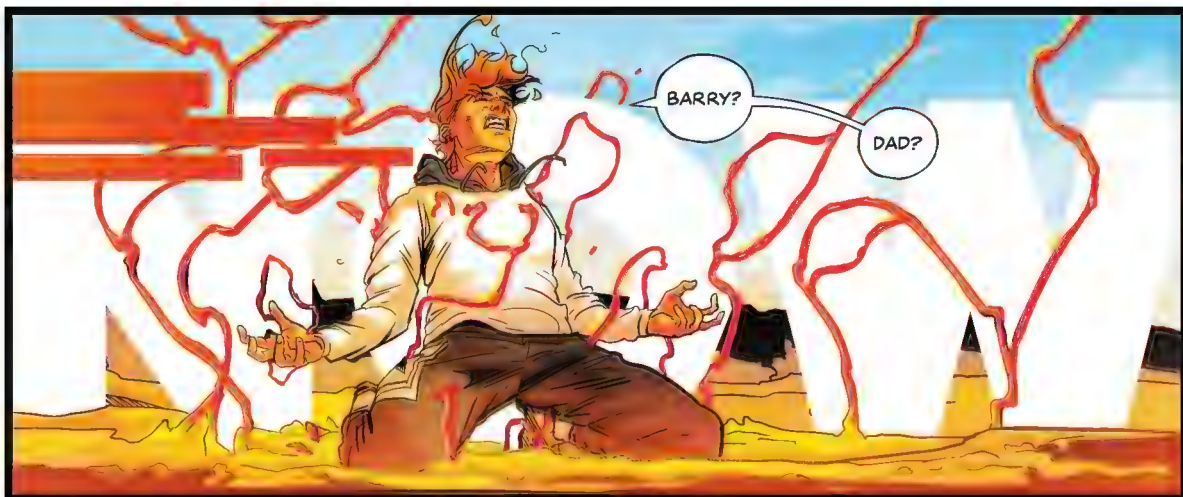
WHAT
DID YOU
DO TO MY
BOY?!

--UNGH!















I AM HERE

I KNOW THAT

I AM HERE IN
THE DESERT AND
IT IS NOW.

BUT I AM ALSO BACK
IN BARRY'S LAB.

I AM WITH MY DAD.

I AM HERE BUT I AM ALSO
THREE YEARS OLD AND MY
DAD IS ON LEAVE AND HE TOOK
US TO WONDER ISLAND AND
IT'S THE BEST DAY EVER.

AND MOM IS
THERE TOO.

SHE'S STILL
ALIVE AND WE'RE
ALL TOGETHER.

I'M ALL TOGETHER.
I'M STILL WHOLE. IN ONE
PIECE, NOT BROKEN.

NOT HERE AND
THERE... AND I CAN'T
STOP RUNNING.

NO MATTER HOW MUCH
I WANT TO, I CAN'T STOP.
AND I'M SCARED.

THEN SUDDENLY
IT HAPPENS.

I'M NOT HERE AND I'M
NOT BACK THEN...

I AM FORWARD.

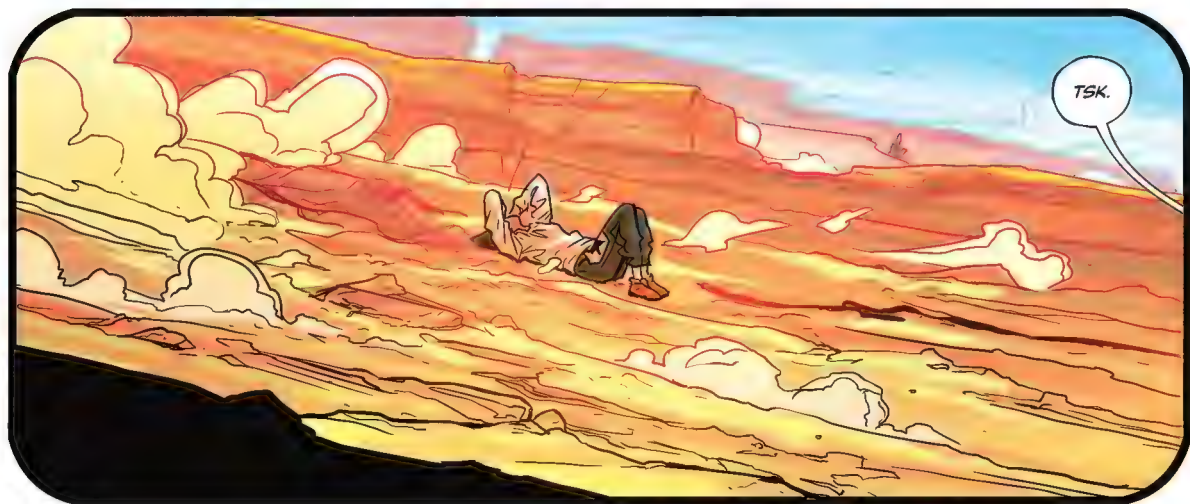
AND I
SEE WHAT'S
COMING.

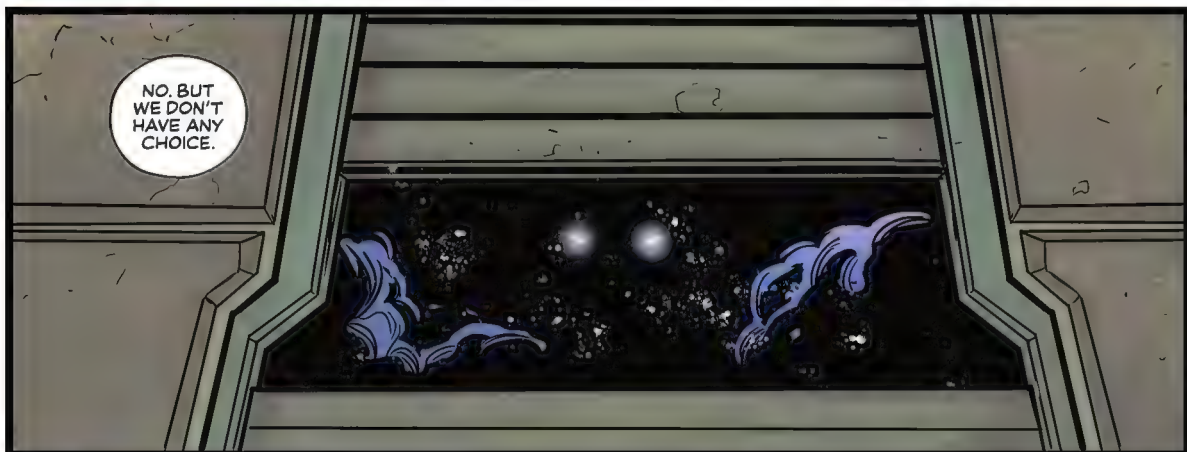
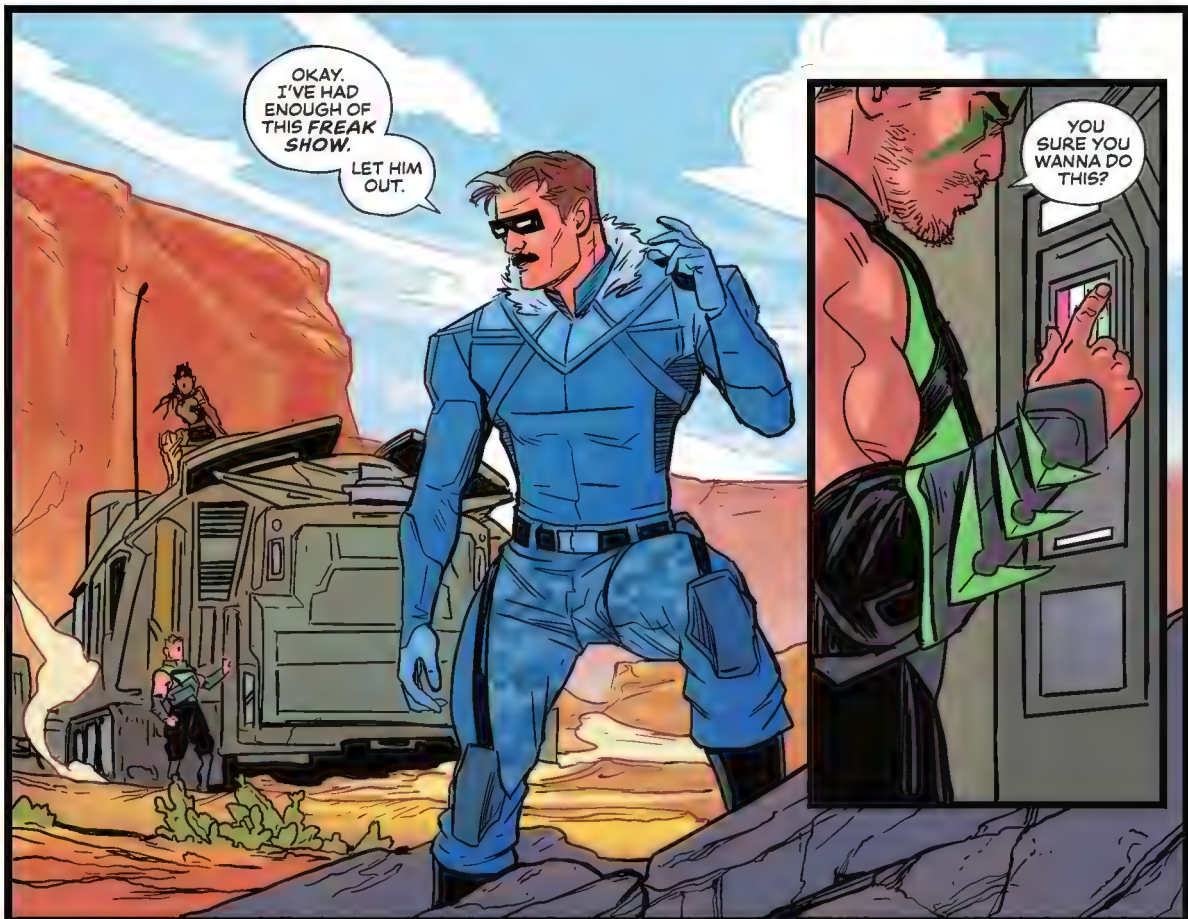
I SEE TOMORROW.

NO... TWO
TOMORROWS

TWO WORLDS.

AM I A HERO OR AM
I A MONSTER?







TO BE CONTINUED

ABSOLUTE

FLASH

IN

OF TWO WORLDS PART TWO

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TOM NAPOLITANO LETTERS

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JORGE CORONA & SARAH STERN, JEFF SPOKES,
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IT'S ECLIPSO VS. AN ARMY OF WALLY WESTS,
AS A NEW FLASH EVENT BEGINS!

THE FLASH #20

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SPURRIER**

Art by
**VASCO
GEORGIEV**

Cover by
**MIKE
DEL MUNDO**



ALL IN

"BAD MOON RISING"
STARTS IN APRIL



NATION

SPOTLIGHT ON

WE ARE YESTERDAY

INTERVIEW WITH MARK WAID

The past and present collide in "We Are Yesterday," the first major DC All In crossover! Legendary writer Mark Waid takes us behind the scenes of this six-part event, teasing the rise of the Legion of Doom and his ongoing collaboration with superstar artist Dan Mora.



Can you share some details about the origin of this crossover and how it's possible to bring the *Justice League Unlimited* and *World's Finest* timelines together?

It all started with the idea of bridging the modern-day *Justice League Unlimited* book (with artist Travis Moore for JLU #6 and #7) and the not-too-distant past of *Batman/Superman: World's Finest* (with artist Clayton Henry for #38 and #39) for the first time in a big way. We wanted to do something special—something that would set up major DCU storylines for the year—so we came up with a cross-time adventure where the Legion of Doom from the past makes their way into the present, forcing our heroes to deal with the consequences of their arrival.

Dan Mora also created stunning panoramic connecting covers for the entire crossover. Since he wasn't drawing the first five chapters, I wanted to make sure he had the chance to draw the finale—so we made it longer.

That final chapter is especially exciting because by that point the *Justice League* has been scattered across time.

In the end, we make the League truly unlimited, giving them access to every era of the DC Universe—from the ancient days of Anthro to the far future of the Legion of Super-Heroes.

How did you bring the classic Legion of Doom into current continuity?

The story kicks off with Gorilla Grodd having an epiphany in the wake of Darkseid's destruction in the *DC All In Special*. He realizes this is his chance to make a big splash, but to truly take over the world, he needs his old comrades—the Legion of Doom. The problem? The *Justice League Unlimited* now runs the show, and many of his former allies are no longer in play. Luthor is reformed, Sinestro is playing nice with the Green Lantern Corps, and others have moved on. So Grodd hatches a plan to travel back in time, grab the classic Legion of Doom from the past, and bring them into the present.

I also have to give credit to Dan Mora for helping shape the Legion's lineup. I wasn't sure who I wanted on the team until my editor, Paul Kaminski, showed me Dan's cover. I took one look and thought, perfect! Those are our villains.

What's it been like working with Dan Mora on *Justice League Unlimited* and *World's Finest*?

My favorite thing about working with Dan is his fearlessness—he's willing to draw anything and everything. As a writer, I sometimes censor myself, thinking, I shouldn't ask the artist to draw something this big, or this panel has way too many characters, but Dan pulls it all off beautifully.

He also has an incredible ability to modernize classic DC characters while staying true to their original designs. I'll send him reference images from the 1950s and '60s, expecting him to update them completely, but instead, he keeps their essence intact—somehow making even the most old-fashioned costumes feel fresh and dynamic.

DON'T MISS JUSTICE LEAGUE UNLIMITED AND BATMAN/SUPERMAN: WORLD'S FINEST, ON SALE MONTHLY!

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